

FIG. 2A

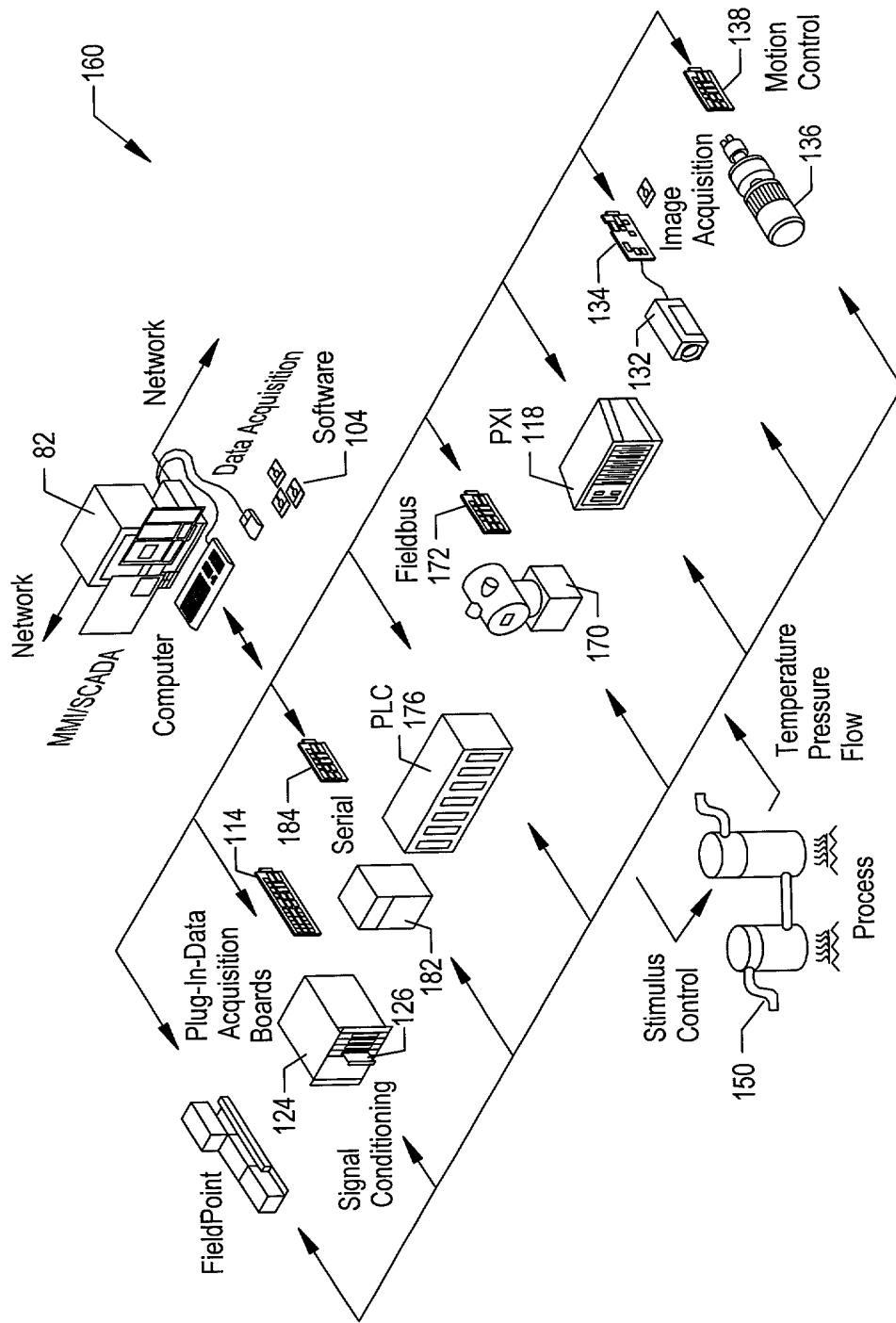


FIG. 2B

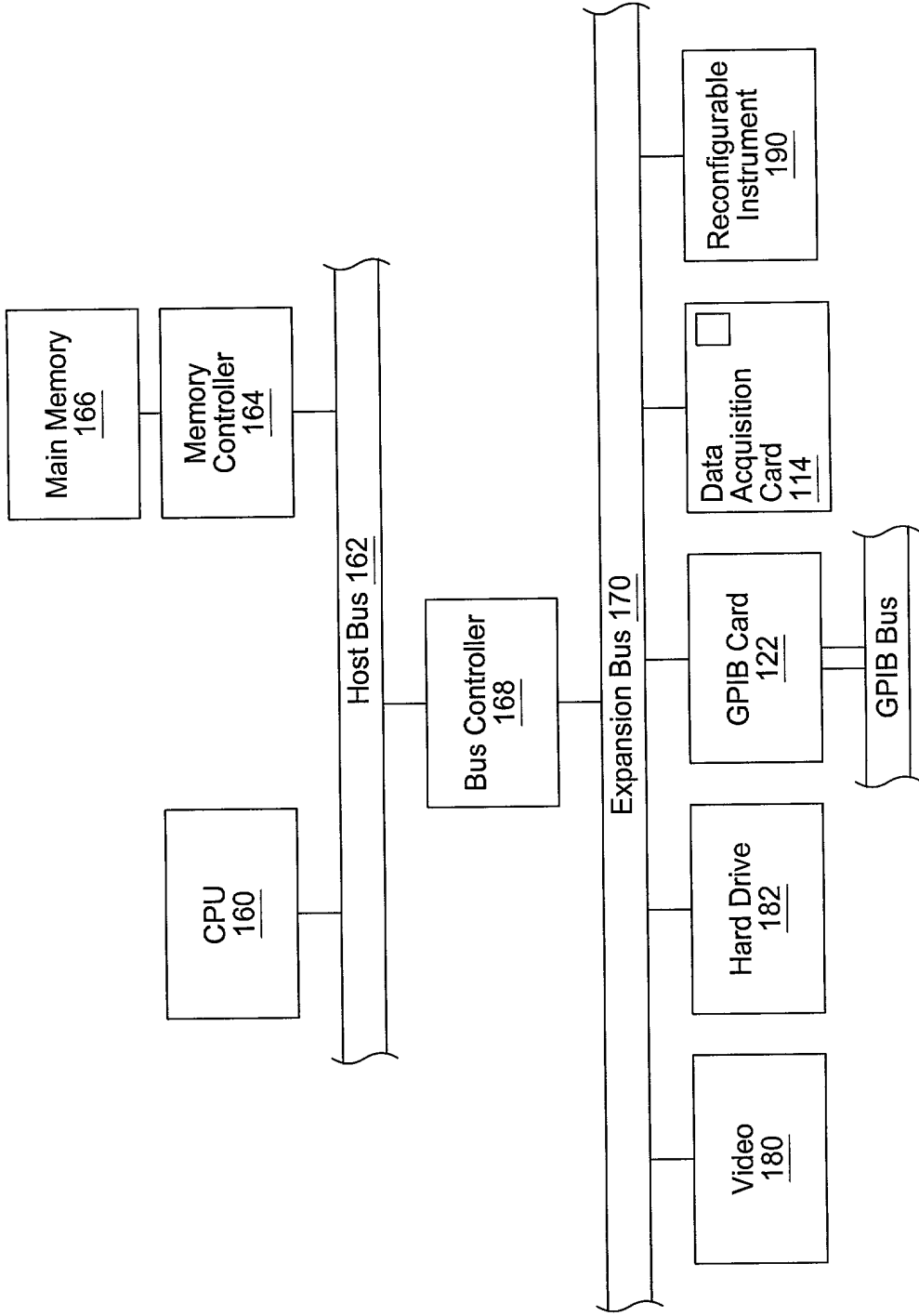


FIG. 3

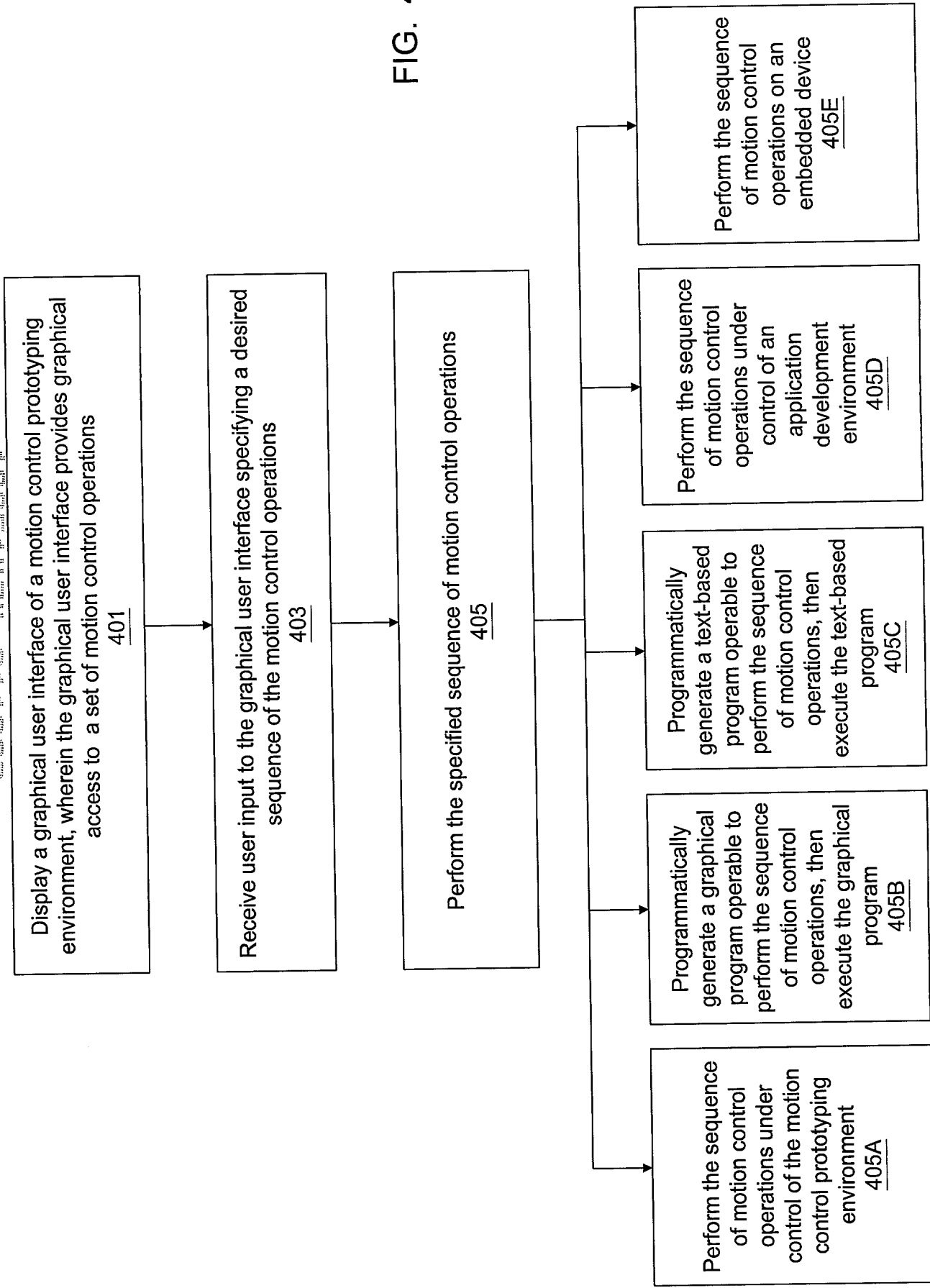


FIG. 4

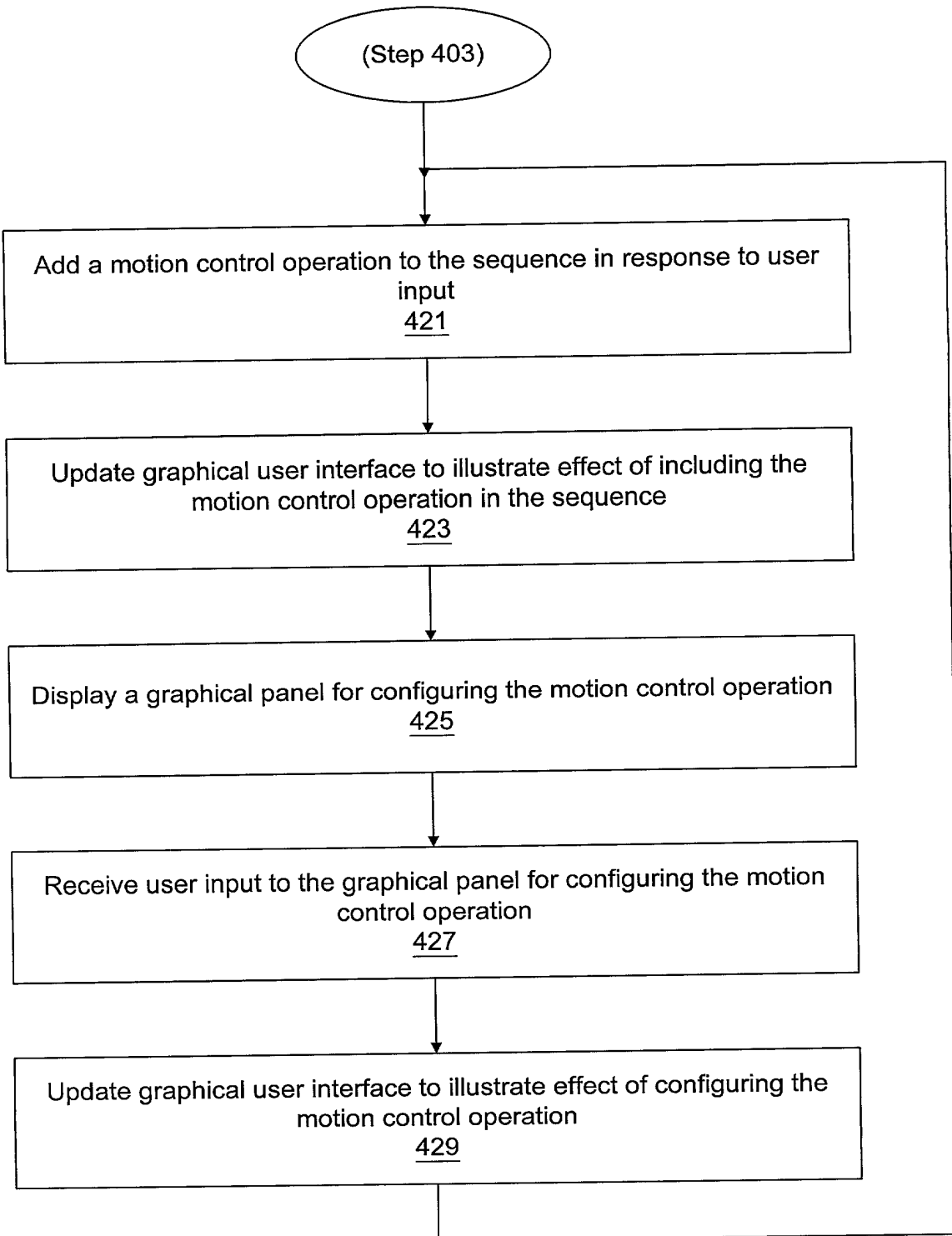


FIG. 5

612

604A

602

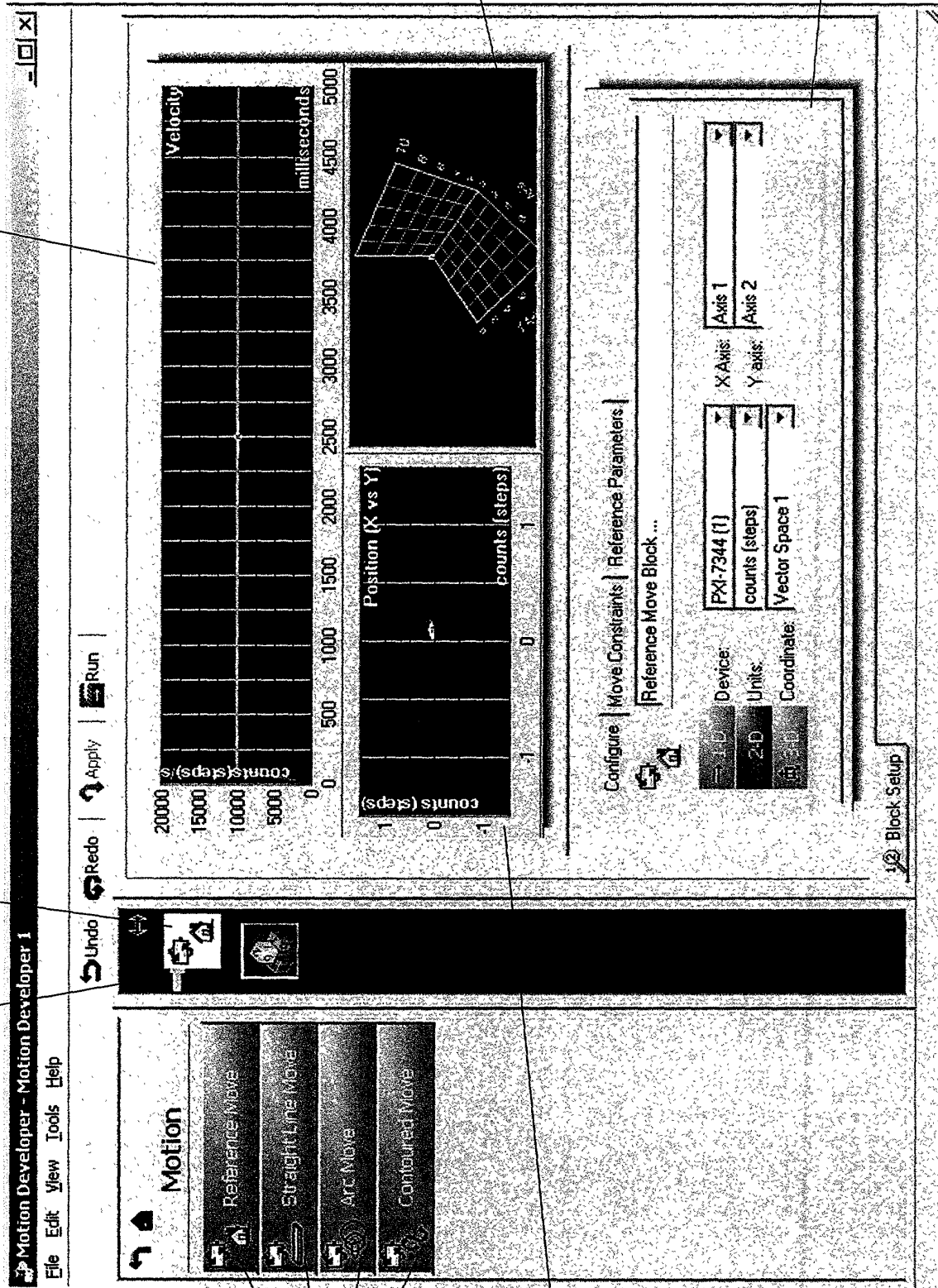


FIG. 6A





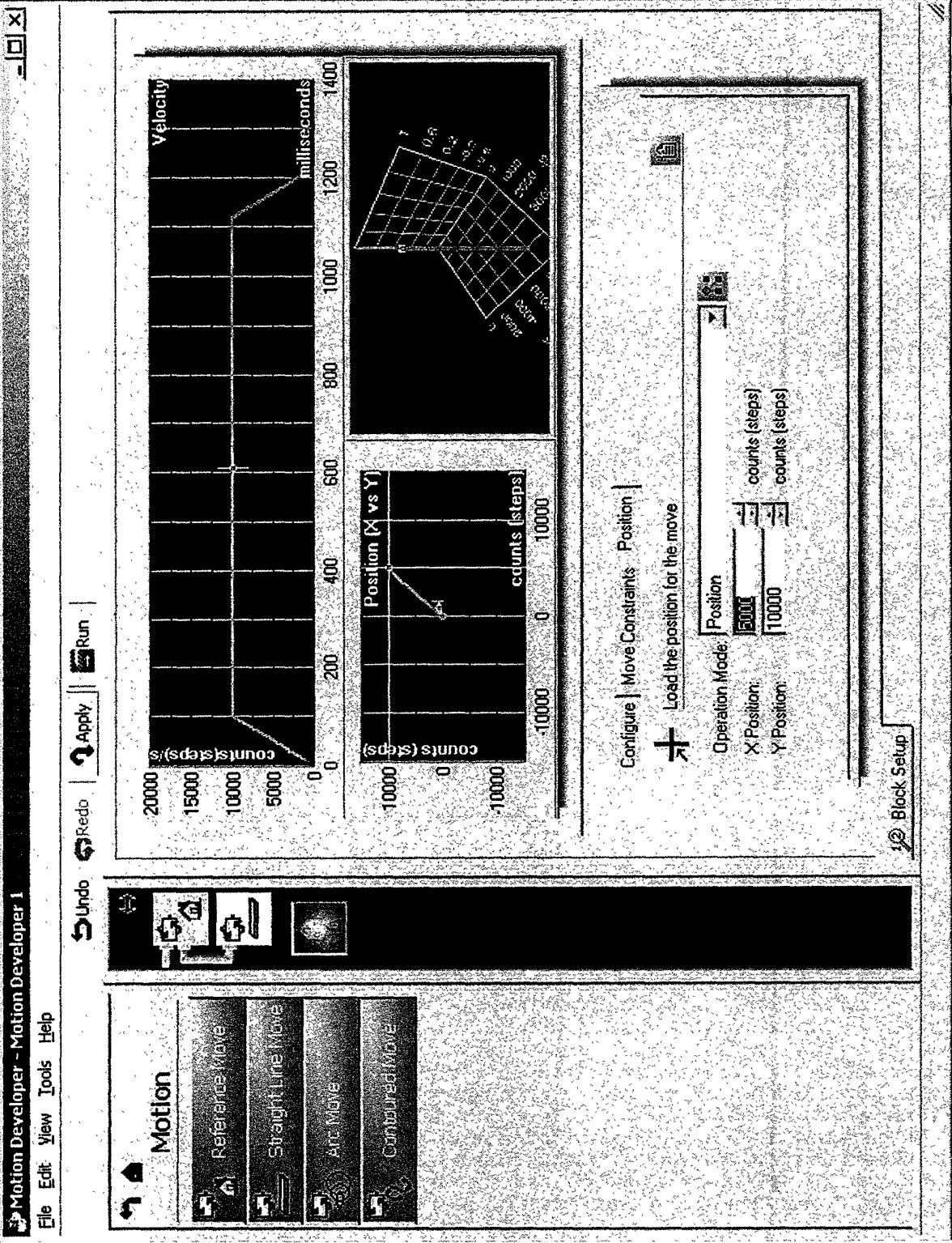


FIG. 6C

604C

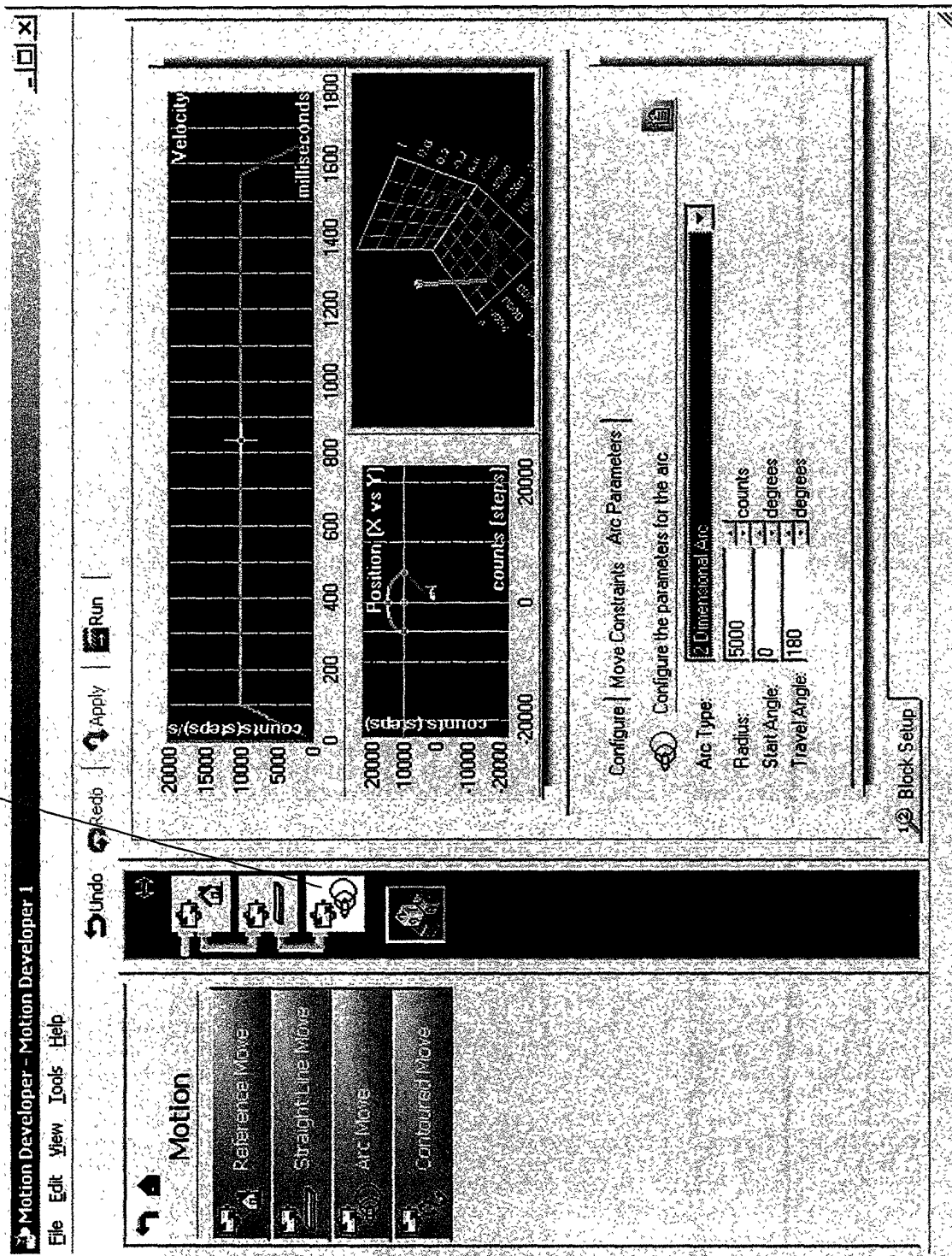


FIG. 6D

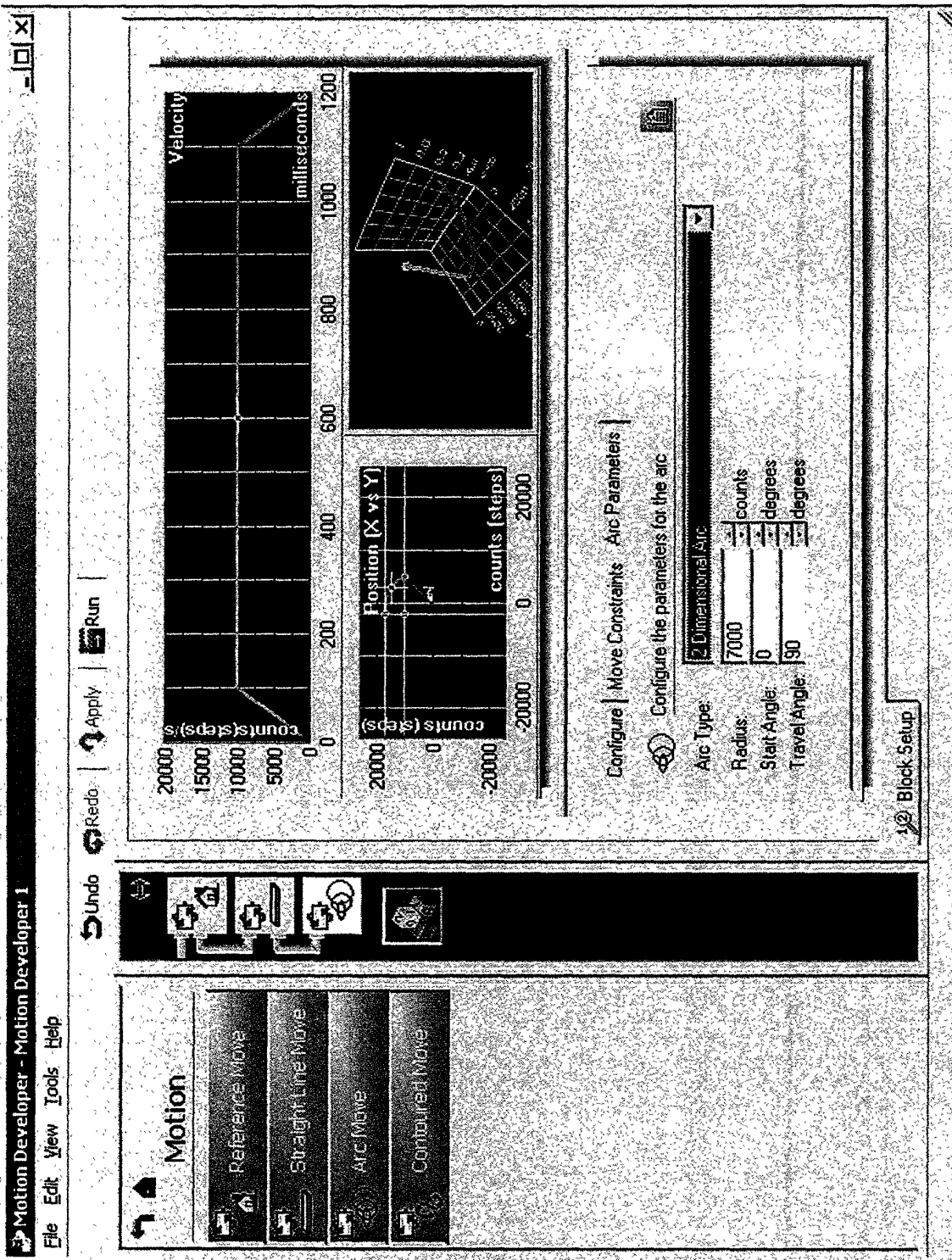


FIG. 6E

604D

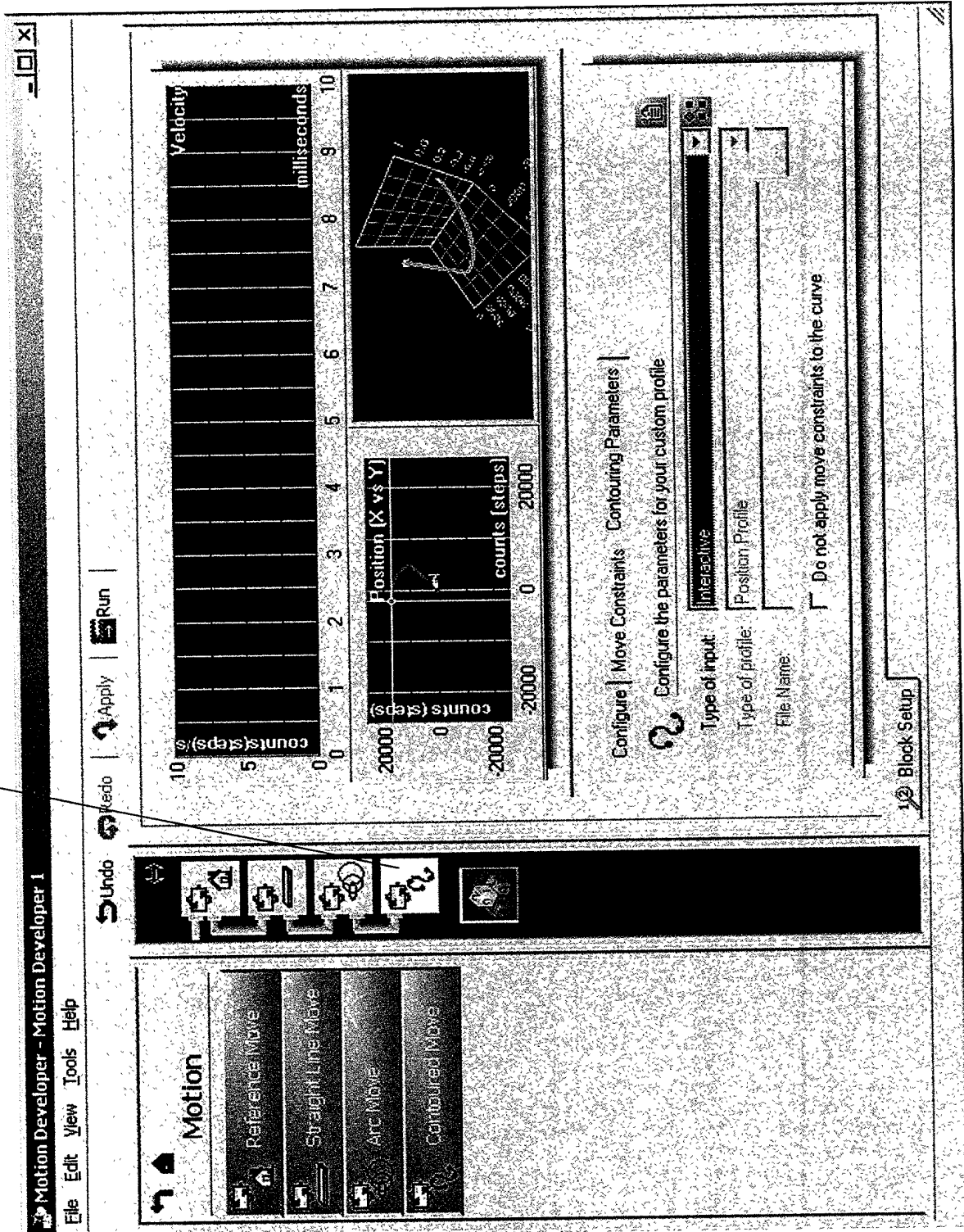


FIG. 6F

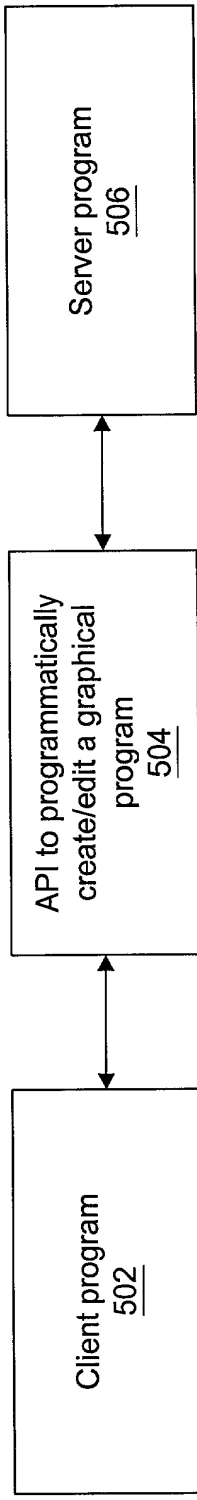


FIG. 7

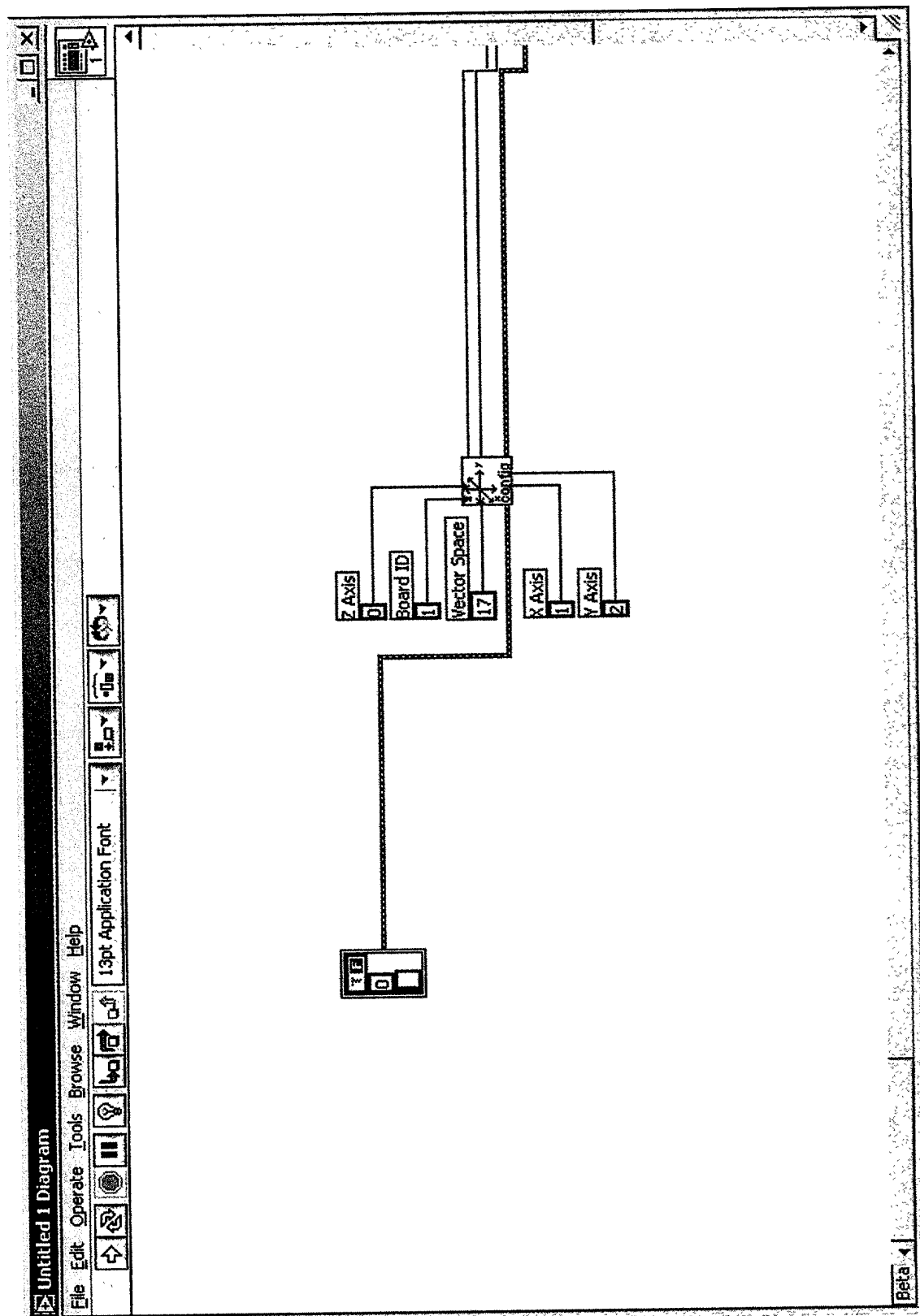


FIG. 8A

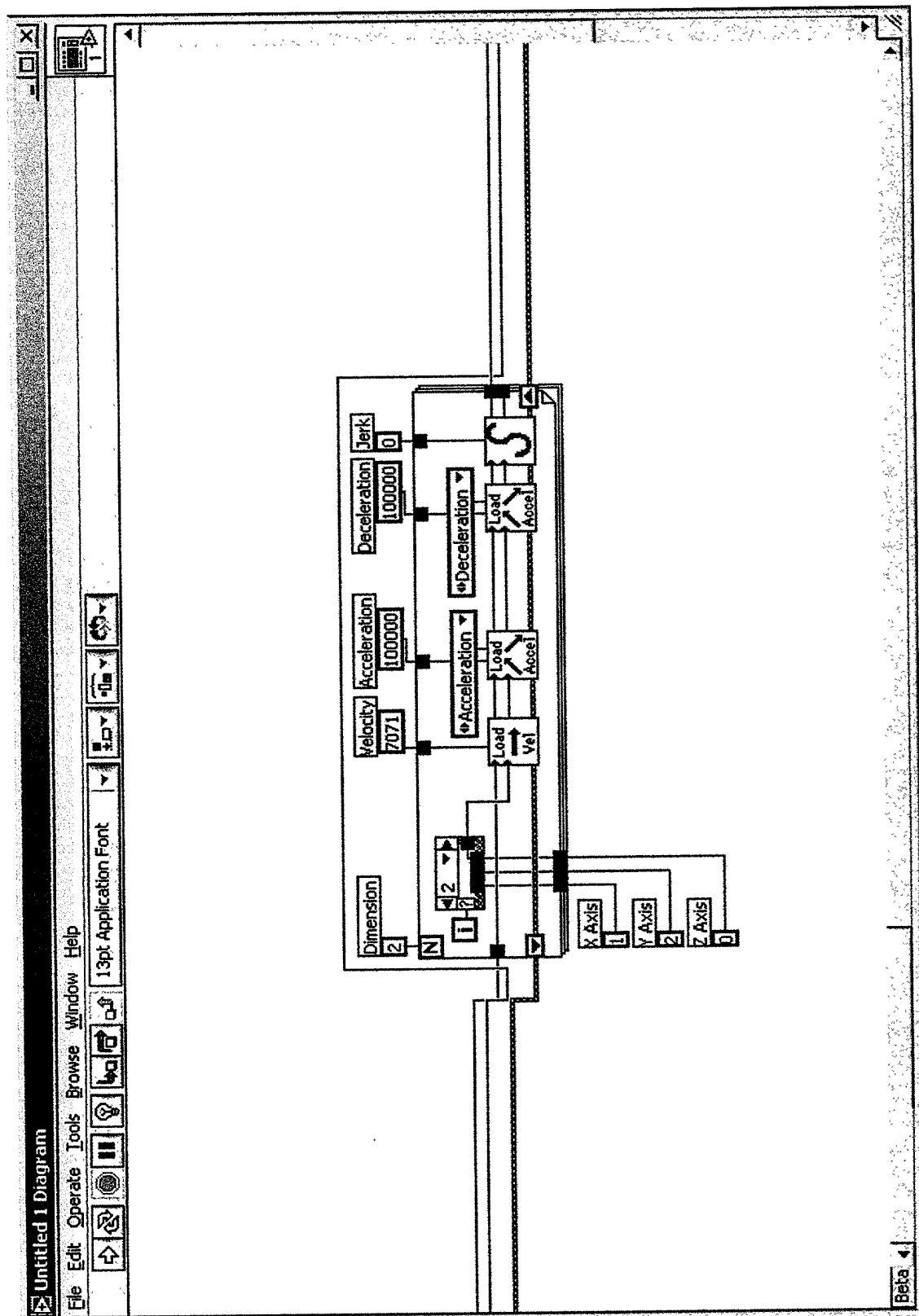


FIG. 8B

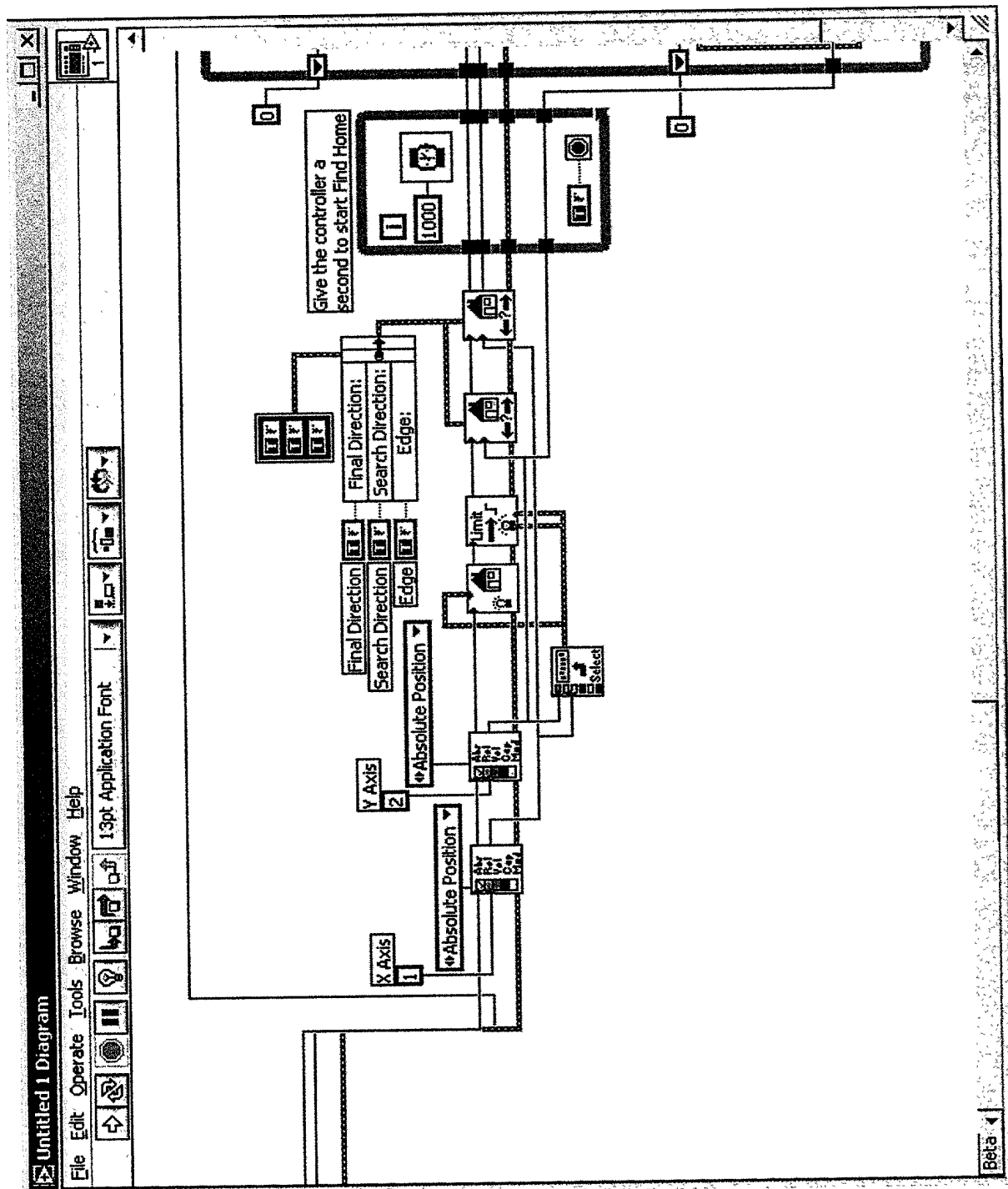


FIG. 8C



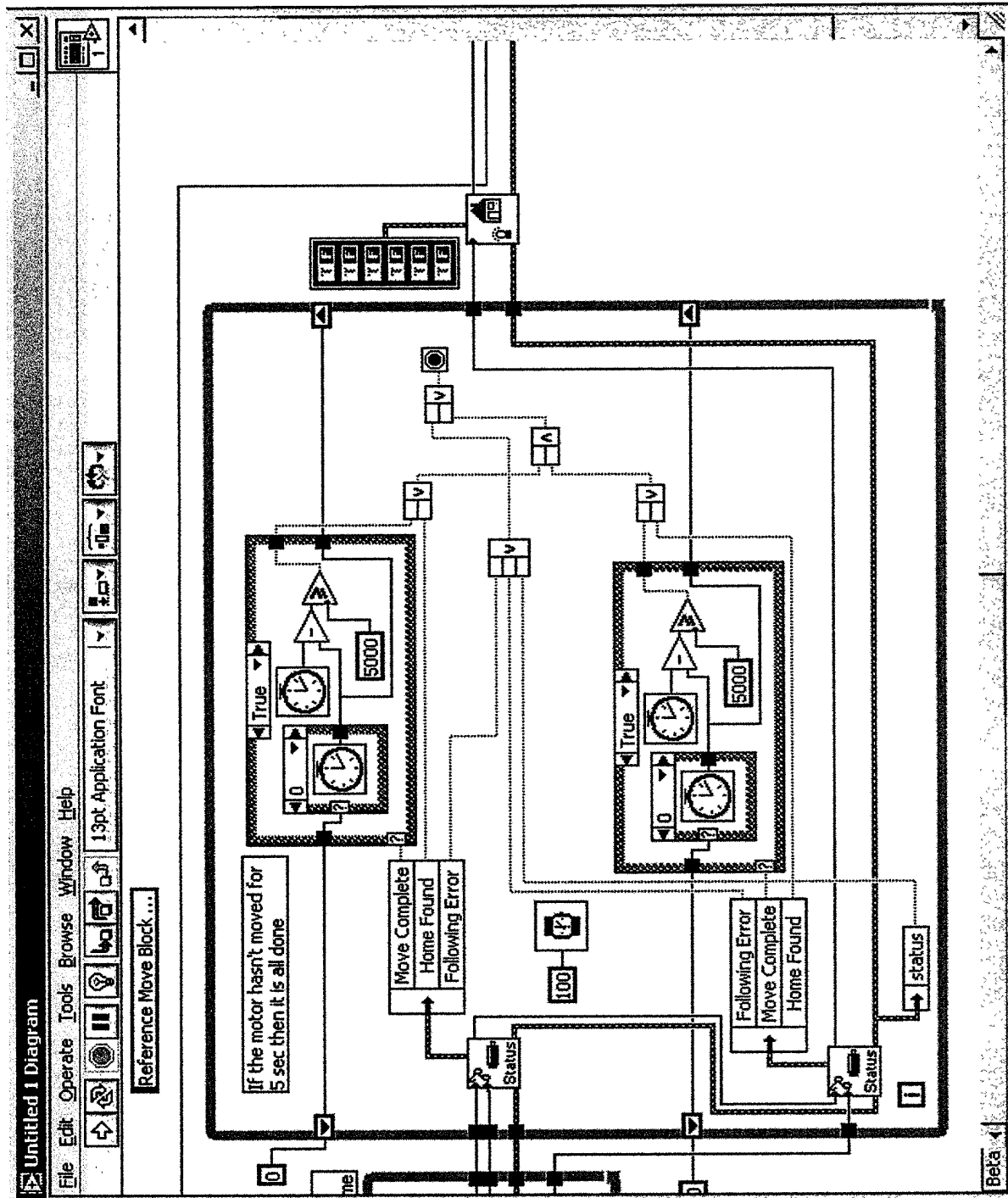
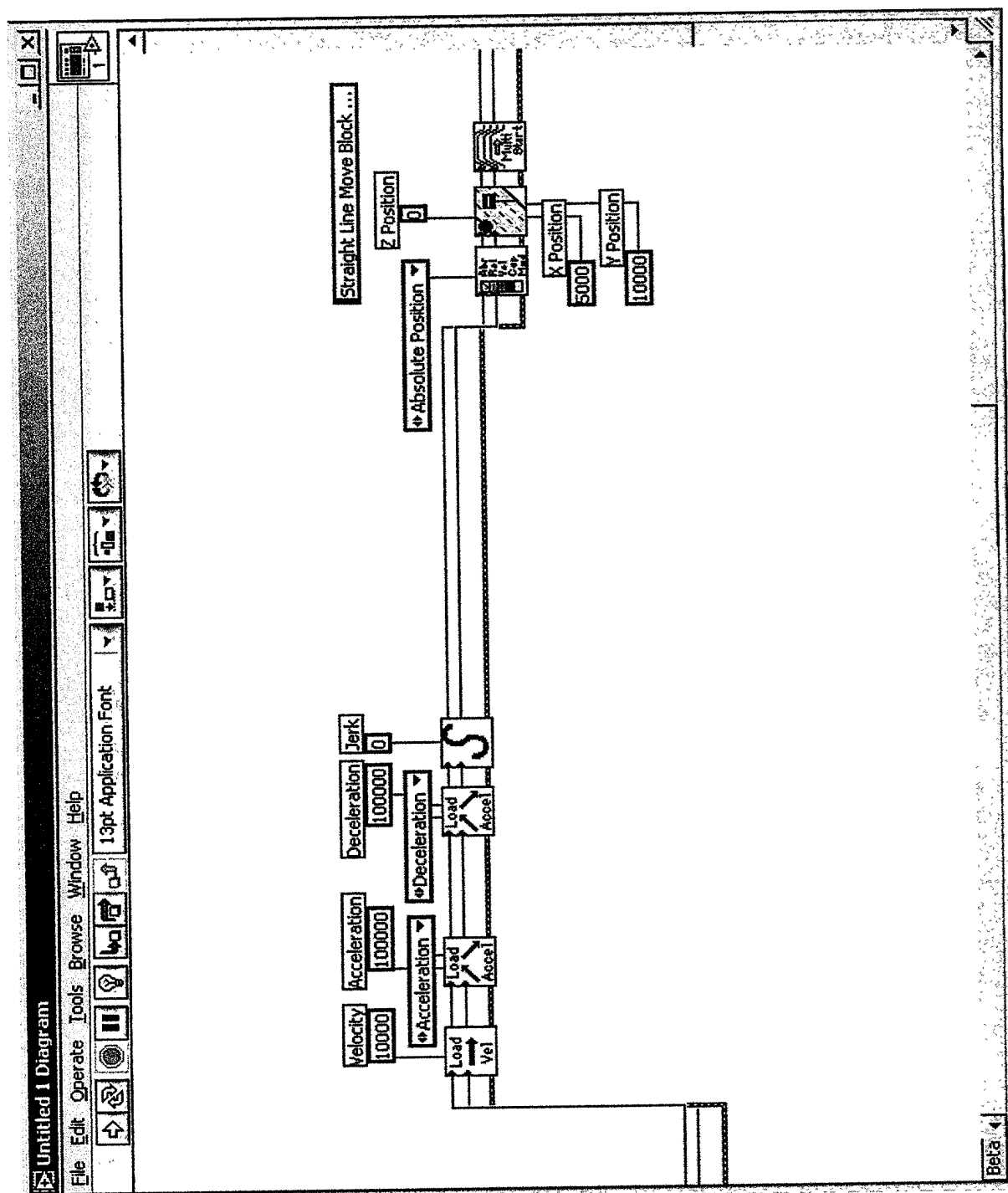


FIG. 8D



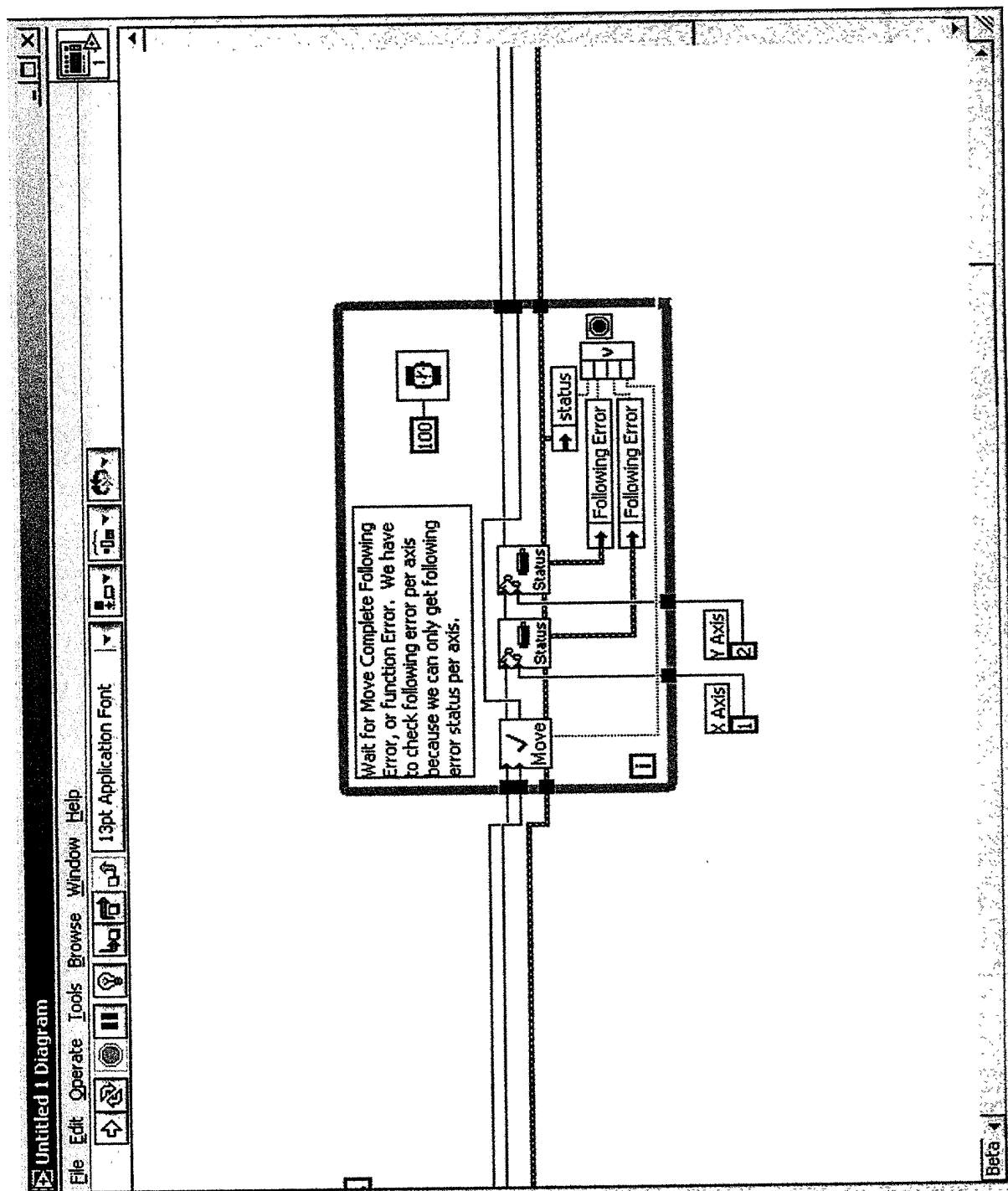
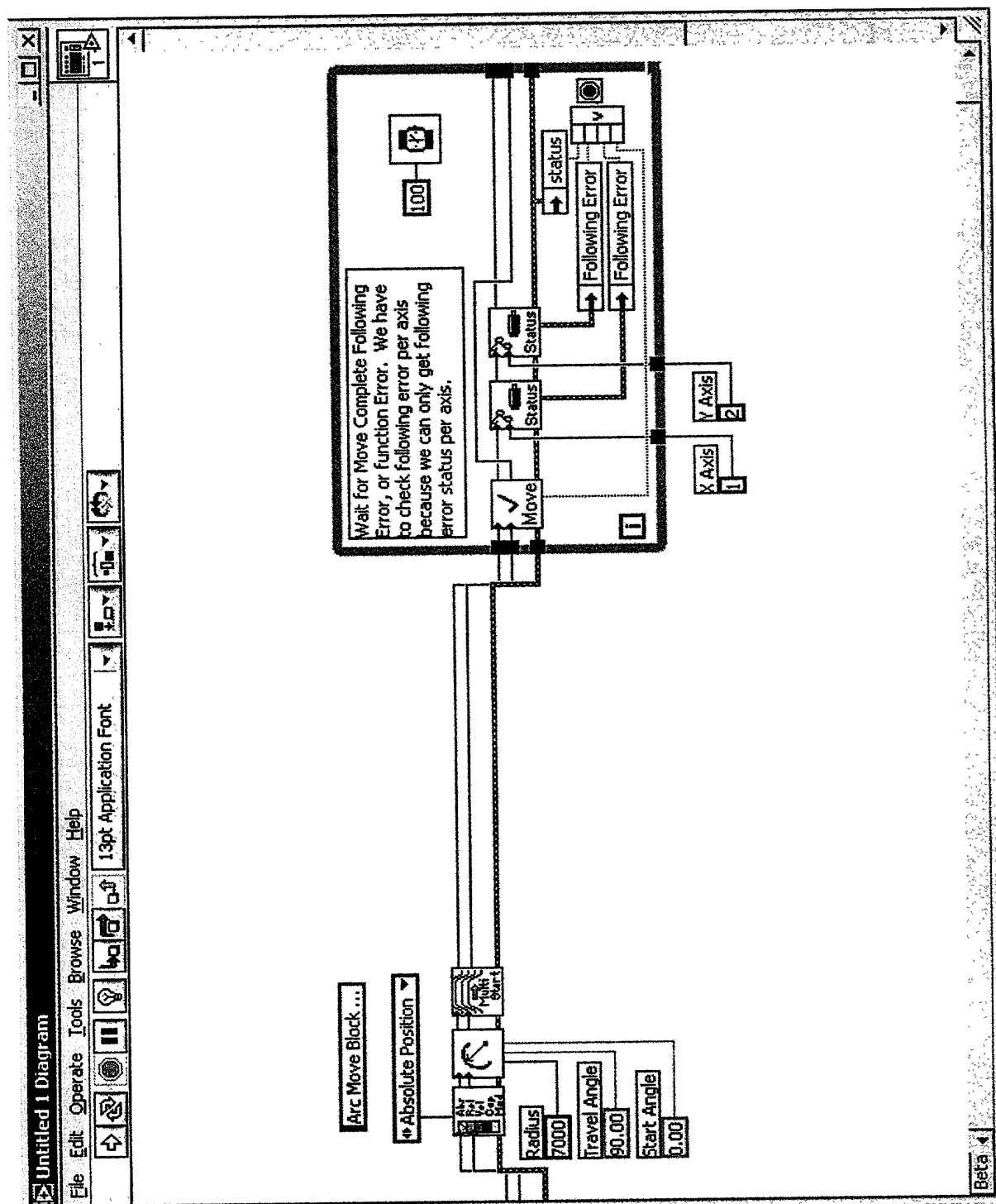


FIG. 8F



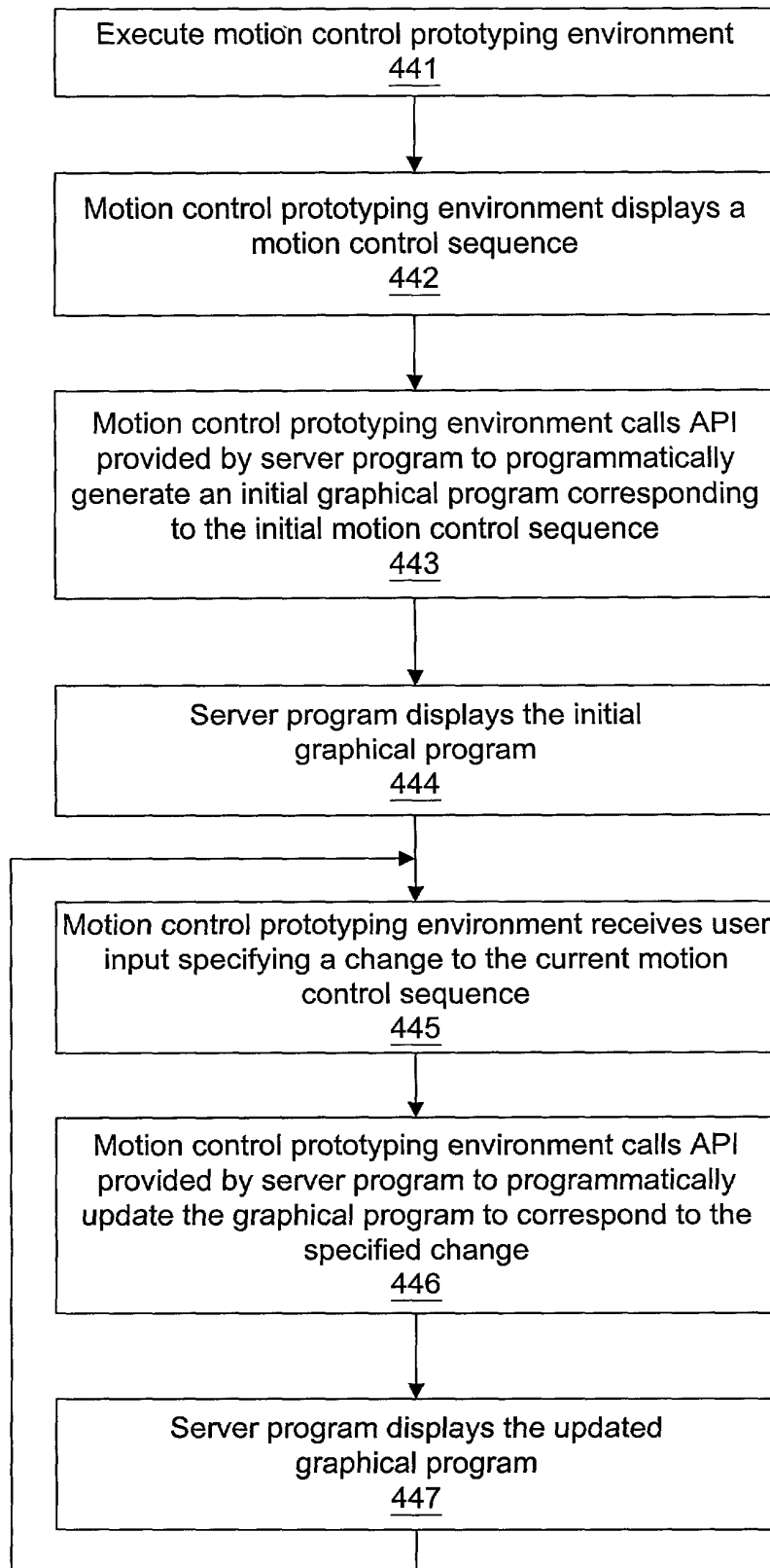


FIG. 9

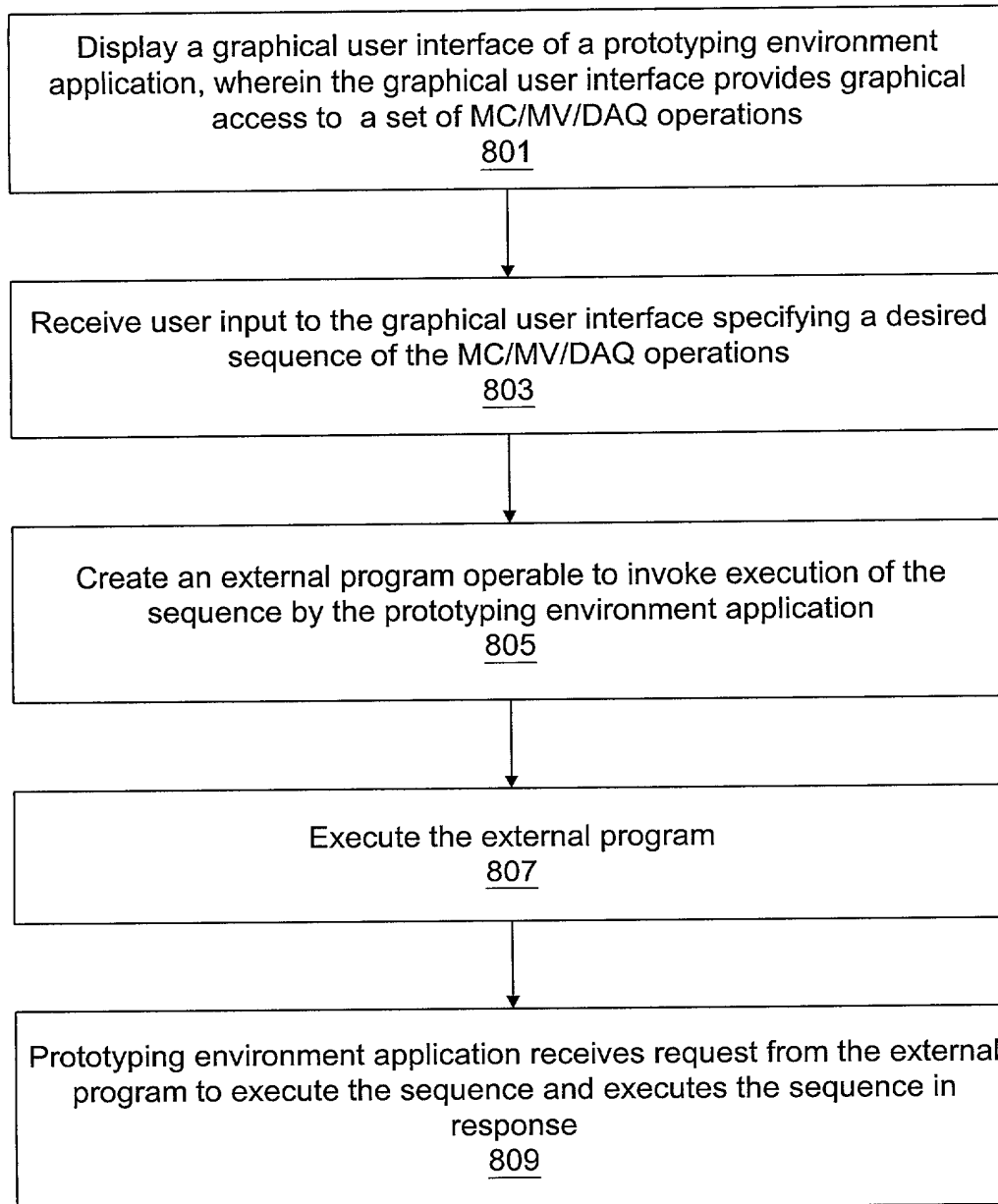


FIG. 10

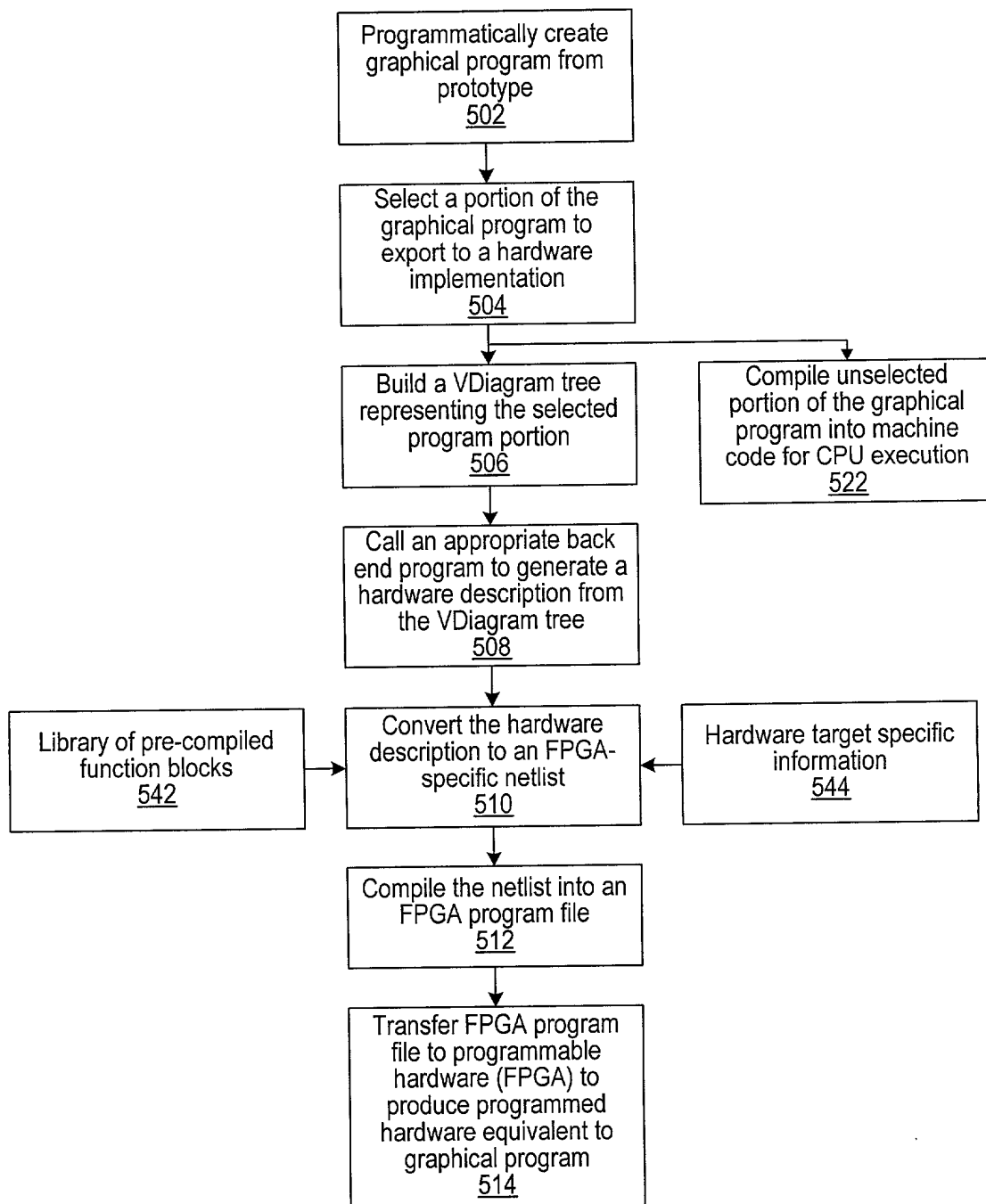


FIG. 11

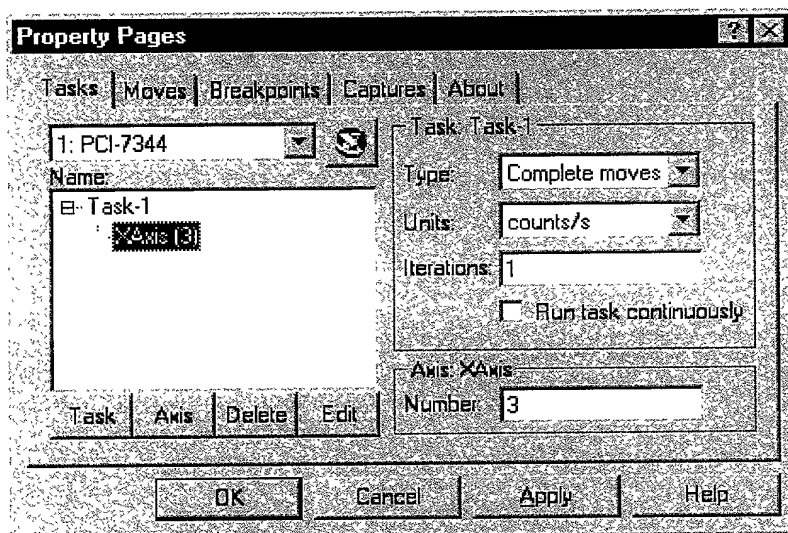


FIG. 12



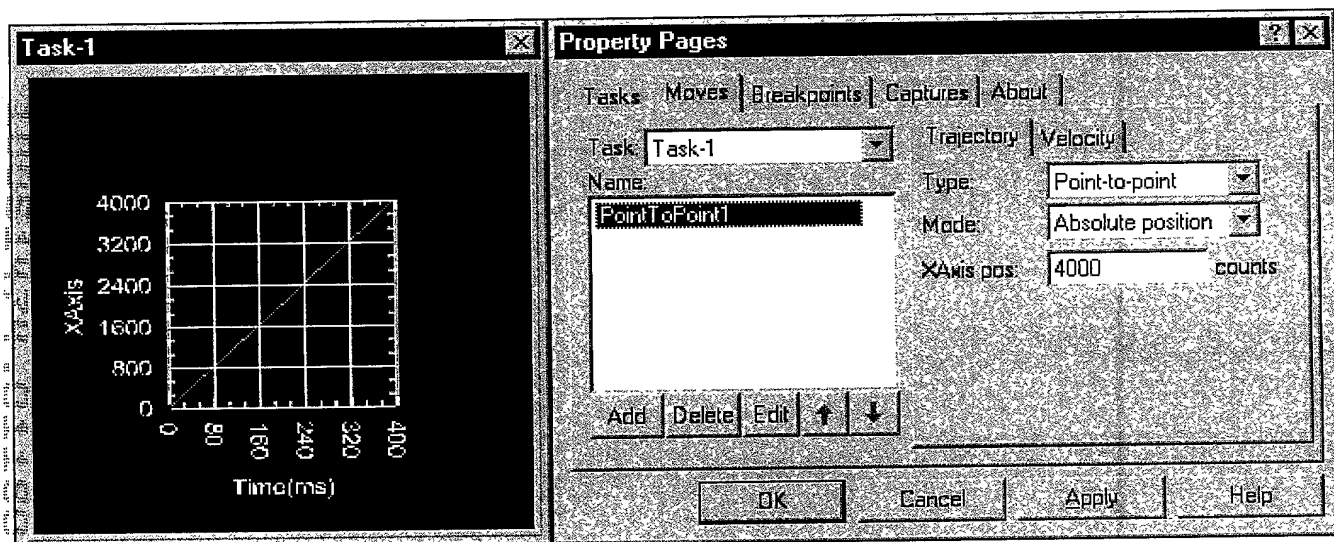


FIG. 13

FIG. 14 is a screenshot of a graphical user interface (GUI) for a motion control system. The GUI is titled "Motion Example" and features a large, textured display area. At the bottom left, a status box displays the text "Status: PointToPoint1 completed." At the bottom right, there are two buttons labeled "Start" and "Stop".

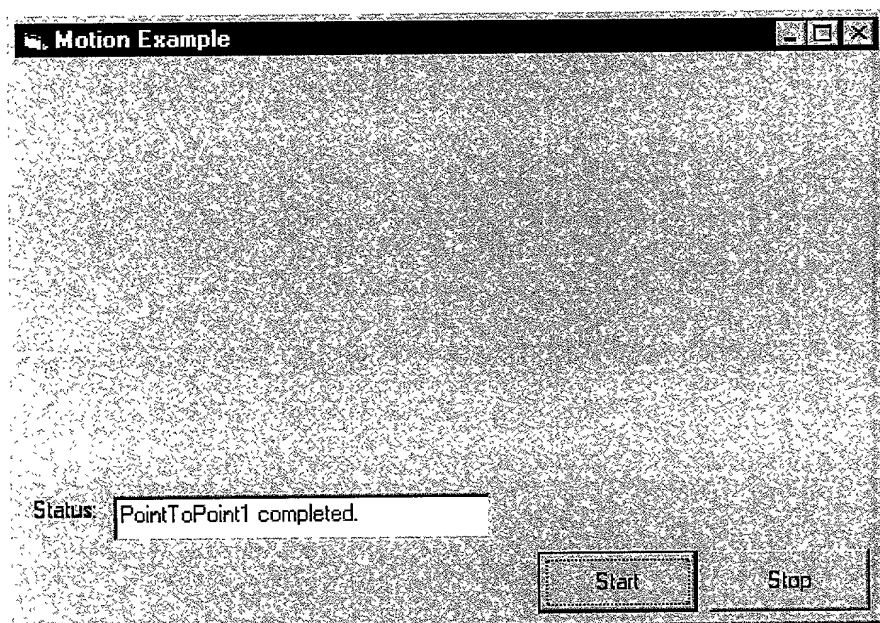


FIG. 14

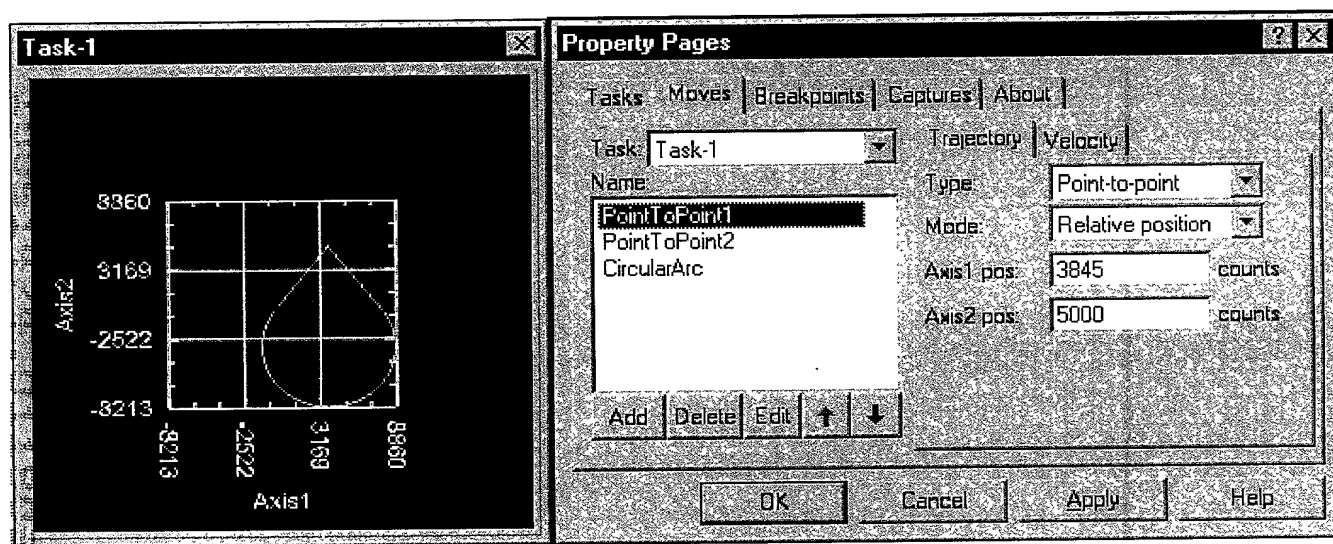


FIG. 15

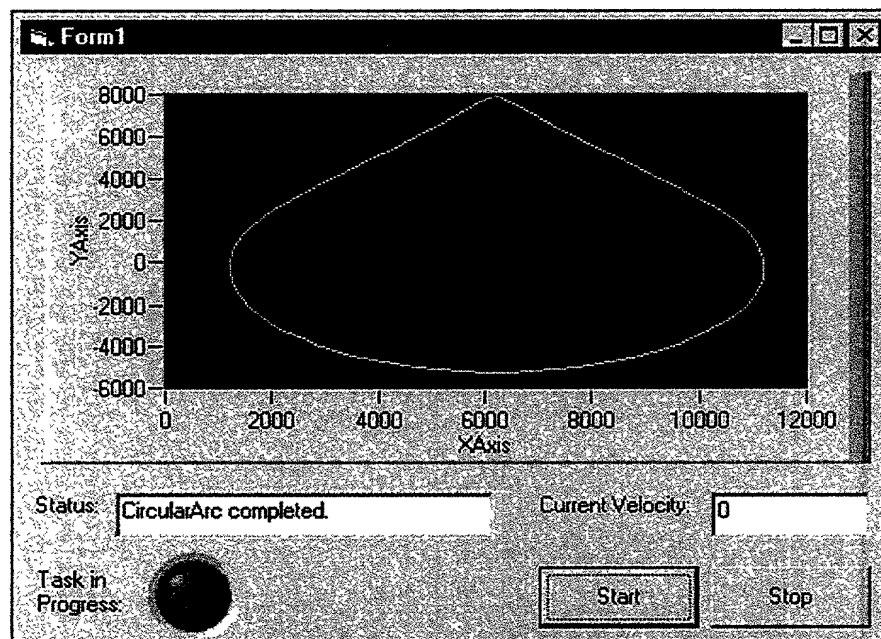


FIG. 16